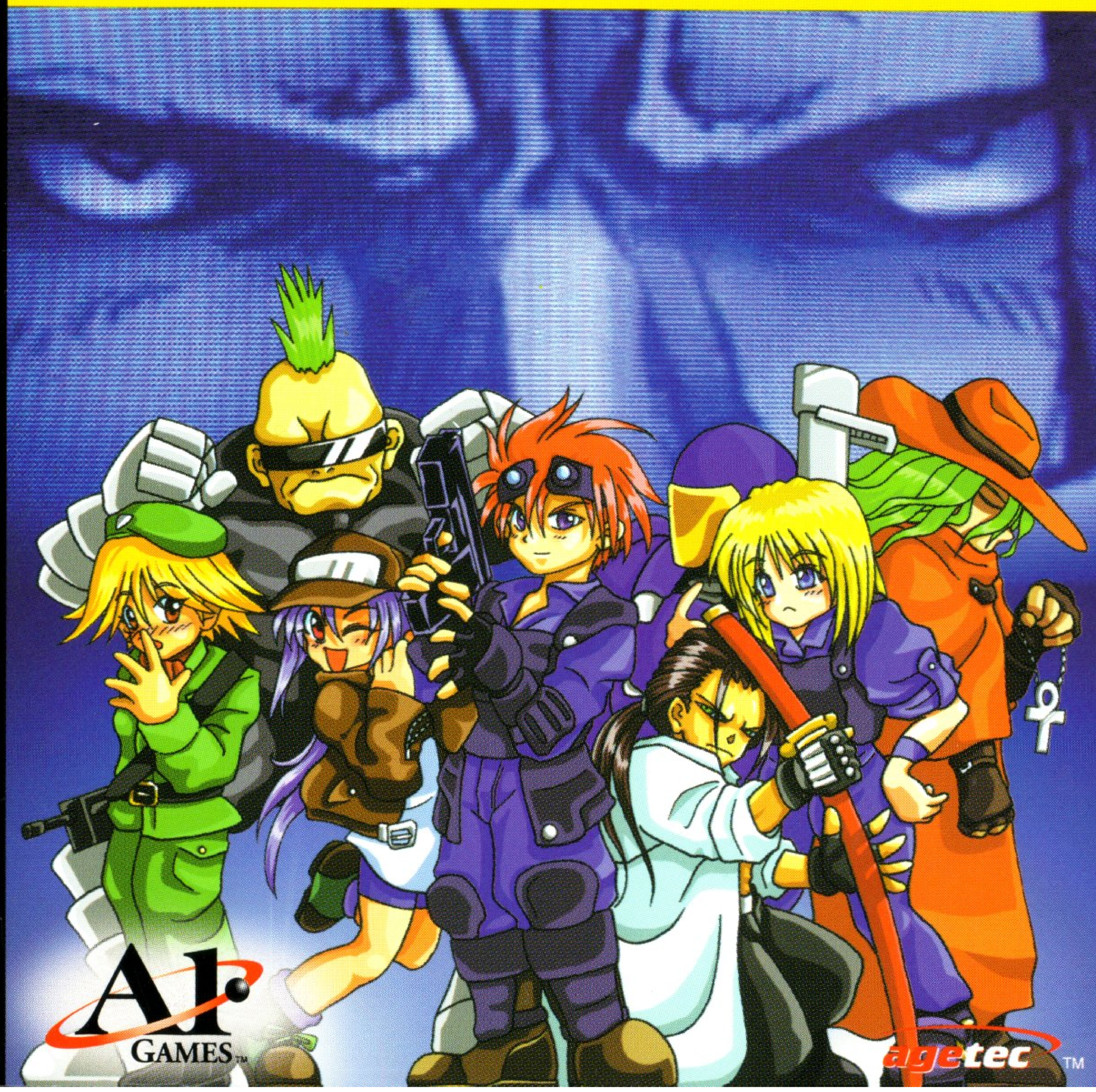
PlayStation

NTSC U/C

PlayStation

BATTLE HUNTER™



EVERYONE

CONTENT RATED BY ESRB

SLUS-01335
01335

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agetec™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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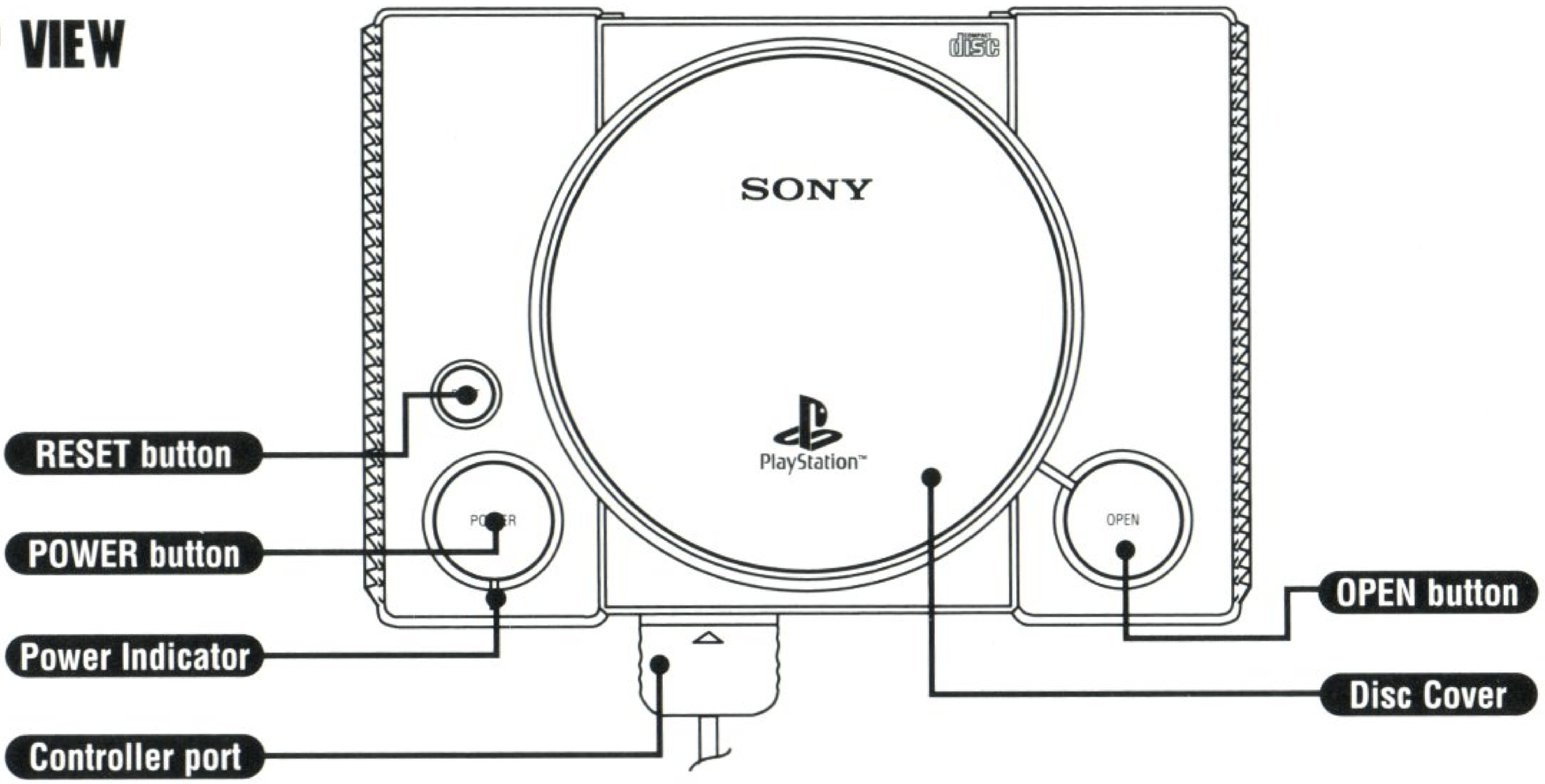
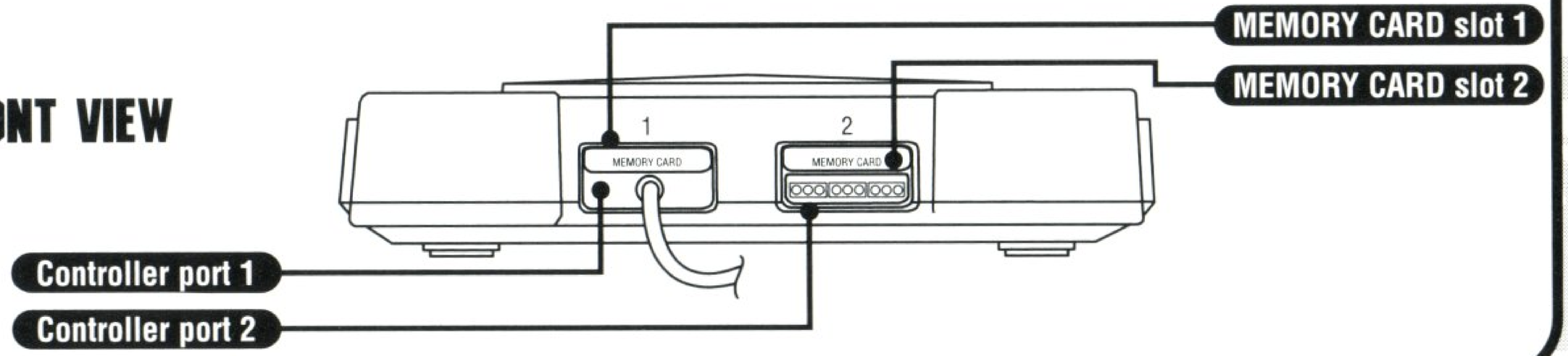
2 CONSOLE INSTRUCTIONS

TOP VIEW



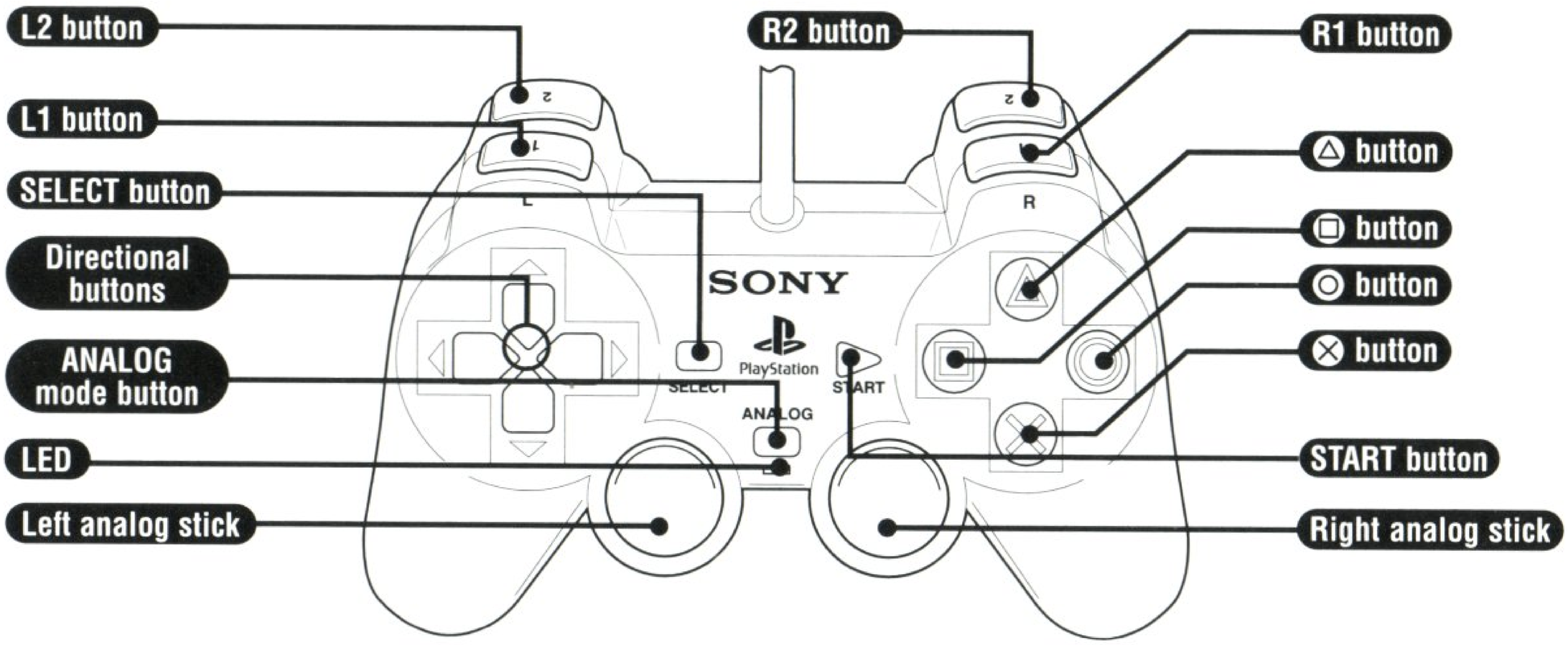
FRONT VIEW



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the BATTLE HUNTER disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

OPERATING INSTRUCTIONS 3

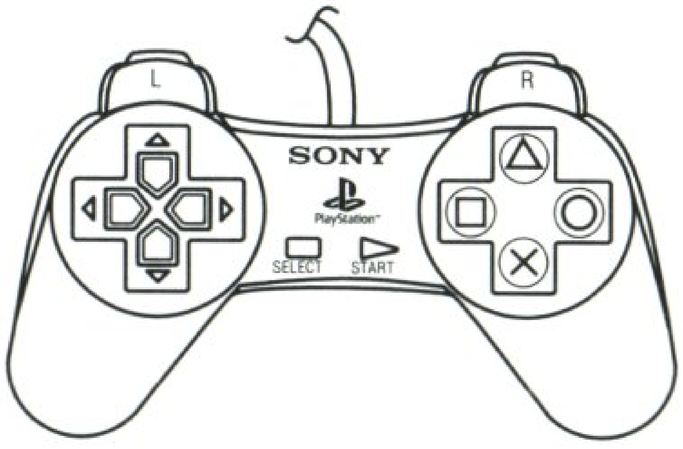
DUALSHOCK™ ANALOG CONTROLLER



	Game Screen
Directional button ← → ↑ ↓	Move cursor
START button	Decides which controller will be used to operate when two or more controllers are used
SELECT button	Change the cursor's color on the Network screen
○ button	Cancel selection
✕ button	Confirm selection
△ button	Switch window view

Note: The □, R1, R2, L1, L2 buttons are not used in this game. Compatible only in digital mode.

DIGITAL CONTROLLER

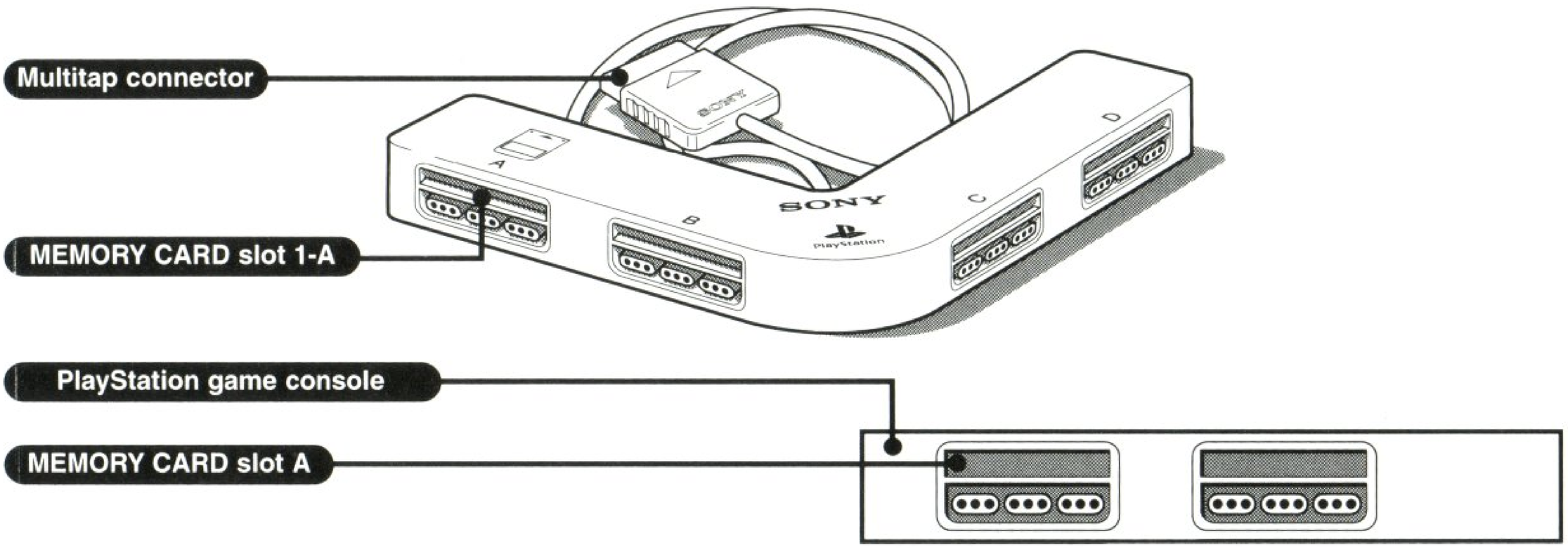


Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

4 STARTING GAME

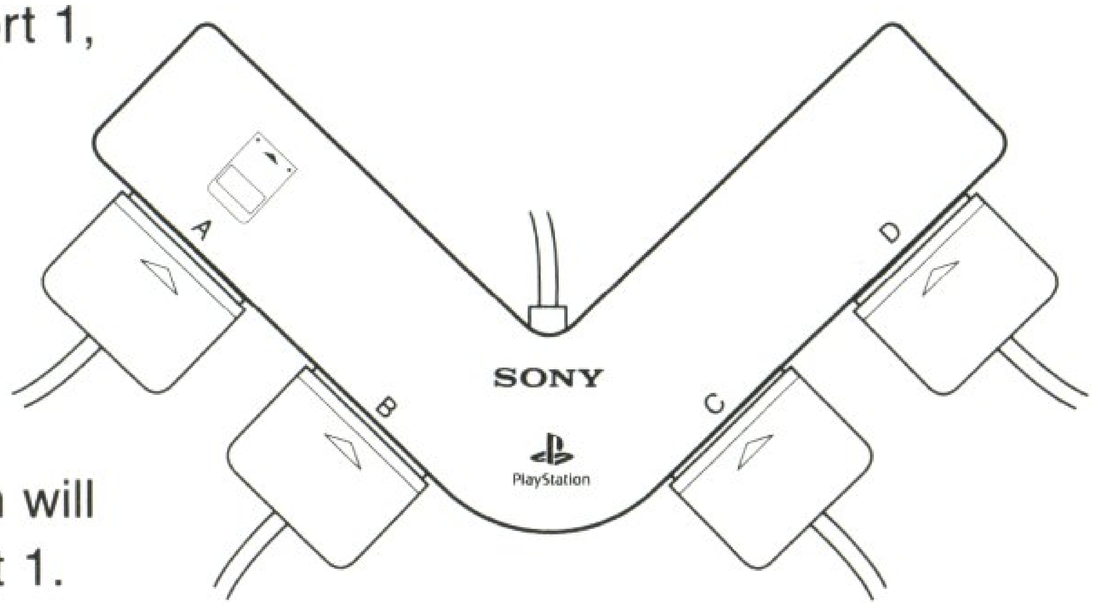
THE FOLLOWING DIAGRAM ILLUSTRATES WHEN A MULTITAP (SOLD SEPARATELY) IS CONNECTED TO CONTROLLER PORT 1 OR 2 OF THE PLAYSTATION® GAME CONSOLE.

MULTITAP



PRECAUTIONS FOR USING THE MULTITAP

Connect the Multitap to controller port 1 or controller port 2.
Next, connect the controllers to the controller ports on the Multitap.
When the Multitap is connected to controller port 1, always make sure to connect a controller to controller port 1-A on the Multitap first and then connect additional controllers to each of the controller port B, C and D.
Also, if a Multitap or controller that was connected when the game was saved is not connected while it is being loaded, that location will automatically be controlled using controller port 1.



GAME DESCRIPTION/STORY 5

GAME DESCRIPTION

Battle Hunter is a simulation RPG where up to four players can compete simultaneously. Each player takes on the role of a treasure hunter and seeks out that which their client desires. Sometimes the client will also request that a missing person be found and rescued. Once the mission begins, the player's goal is to find the treasure and make it to the EXIT before their rivals do. In each mission,the player is faced with three rivals. If a rival discovers the treasure before the player's character, they must be tracked down and deprived of the treasure before they can make it to the EXIT. Eight item boxes exist on each of the mission stages and these must be discovered in order to acquire the treasure.

STORY

By the year 2089, mankind had made its way back from near self-extinction. 50 years earlier, the avarice and greed that had become the mantra of the giant corporations lead to the unleashing of biological, nuclear, and chemical weapons of mass destruction. The resulting cataclysm, known as "The Great Destruction," wiped out 75% of humanity and buried many of the greatest scientific achievements created by man under several feet of ash and clay residue.

Somehow, mankind survived.

The war came at a time when science had reached its pinnacle of development. Many of the inventions remain dormant in the ruins of the old high-tech cities now called "Dungeons" by the surviving humans. No sane person would enter a dungeon – the dangers are far too great.

The surviving surface dwellers have built a new nation above the ruins of the past, yet there is much information and technology from the previous age that would assist them in completing their return from desolation. Scientists called "Requestors" hire specialist mercenaries to delve into the dungeons seeking powerful relics to further this goal. The Merc's have only two requirements – cash up front and plenty of action! Considering the dungeons are crawling with mutated animals and renegade robots, the action part is always there. Once the Merc returns with a relic, they get a sizeable bonus and are always contacted for the next mission.

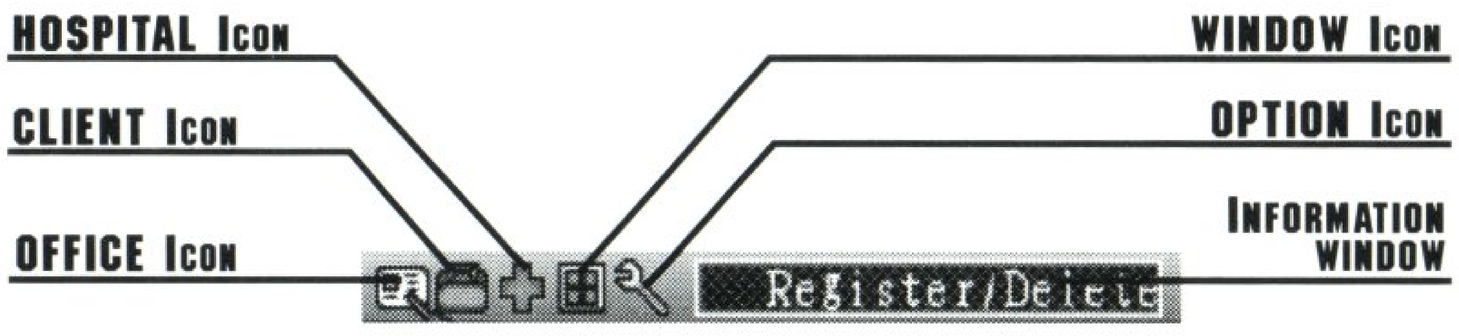
By the way, these special mercenaries are known as "Hunters" and they are extremely gifted in the art of combat.

6 NETWORK SCREEN

The Network screen appears after the **START** button has been pressed at the Title screen. In the network screen, you can register a hunter, save/load data, sell items, level up your hunter and so on.

Use the Directional buttons to select the icon you want, then press the ⊗ button to confirm.

The description of each icon is displayed on the information window.



OFFICE

REGISTRATION

Register new characters here. Name the character and then allocate the eleven skill points among the following skills:

MV	Moving – Every 3 point increase = +1 to movement
AT	Attack – Every 1 point increase = +1 to attack
DF	Defense – Every 2 point increase = +1 to defense
HP	Every 1 point increase = +3 HP

SAVE ICON

Save game data to a MEMORY CARD

LOAD ICON

Load game data from a MEMORY CARD

STATUS ICON

View character stats

ERASE ICON

Erase the current character

CLIENT

MISSION ICON

Select and begin missions.

ITEM ICON

From here, items retrieved during a mission can be sold. When selling it is possible to negotiate the price in order to receive the best possible reimbursement.

EVALUATION ICON

Evaluate items retrieved during missions. Some items have special attributes so it is advised that all items be evaluated before selling them.

HOSPITAL

HEAL ICON

Heal characters here.

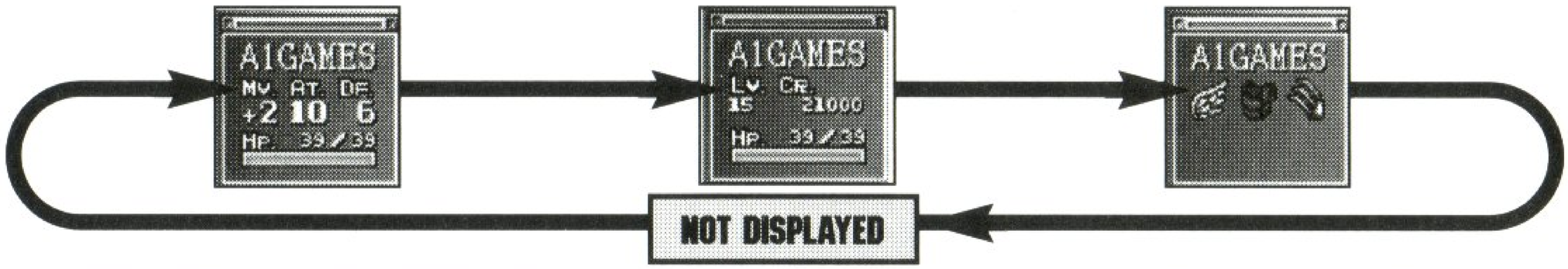
LEVEL UP ICON

Use this option to level up characters once a sufficient amount of money has been earned.

8 NETWORK SCREEN

WINDOW

Switch the information on the window. Pressing the △ button also switches the window information.



OPTION

CONTROLLER ICON

Select the controller that will be used to control your character, select a cursor movement style and turn the controller's vibration function ON/OFF.

SOUND ICON

Turn the BGM and SE ON/OFF. Select a sound setting STEREO or MONO.

WALL PAPER ICON

Select from different background images.

DUNGEON SCREEN

During a mission, the character's goal is to find the "Target Item" and get to the Exit before the other players. Each mission contains eight boxes and it is not known which box contains the "Target Item", until the correct box is opened. A mission is completed when any one of the four players finds the "Target Item" and makes it to the **EXIT**. Even if the player's character did not uncover the "Target Item" it is still possible for them to achieve first place, though doing so is rather difficult.

❶ Move
❷ Attack
❸ Rest
❹ Window
❺ Option
❻ Information
❼ Remaining cards
❽ Item box
❾ Exit
❿ Monster

ONE POINT of advice:
Attempting to exit the mission without the "Target Item" will transfer the character to a random point in the dungeon. This can be an effective strategy if there is nothing you can get that is in your immediate area.

The player's character can only act when it is their turn. The following are icons that can be selected during a player's turn:

Boot Icon	Move – The number of blocks a character can move depends on their movement ability and the number rolled on the die. Also, special cards become available after selecting this icon. These cards are explained later on.
Attack Icon	Select the opponent for your character to attack and a fight commences. This option only works when there is an opponent adjacent to the space where your character is standing.
Coffee Icon	Heal – Heals a character's HP and adds two new cards to the deck if there are less than three cards available.
Window Icon / **Option Icon**	See description under Network Screen (Page 8.)

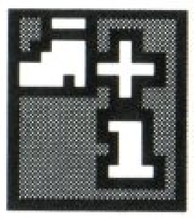
When a character is attacked, their HP decreases. If their HP reaches zero, the character is transferred to a random point in the dungeon. On the next turn, the character's HP will be healed, but only half way.

Pressing and holding the ◉ button while using the Directional buttons allows the player to move their cursor anywhere on the dungeon.

Monsters can randomly appear on the dungeon after characters have moved positions.

CARDS

A total of 100 different cards are available in this game. Cards play an integral role in winning the game. The 4 types of cards are: BLUE, RED, YELLOW and GREEN.



BLUE CARD

When moving – The number displayed on the card is added to the character's movement range. If an **[E]** is displayed on the card, the character can warp to the **EXIT**.

During battle – If the "Escape" command is selected, this card can be used. The number displayed on the card will be added to the character's chance of a successful escape. If an **[E]** is displayed on the card, the chance of a successful escape is 100%.

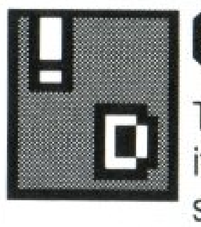
RED CARD

This card can only be selected during a battle. The number displayed on the card is added as bonus points to the characters' attack ability. If an **[S]** is displayed on the card, the attack rating of the player's character is doubled. If **[C]** is displayed on the card, the attack rating of the player's character equals their attack rating plus the attack rating of their opponent.

YELLOW CARD

When moving – The number displayed on the card is added to the character's chance of avoiding a trap. If a **[D]** or **[A]** is displayed on the card, the character's chance of avoiding a trap is 100%.

During battle – The number displayed on the card is added to the character's defense ability. If a **[D]** is displayed on the card, the defense of the player's character is doubled. If an **[A]** is displayed on the card, the player's character will not take any damage from an opponent's attack.



GREEN CARD

This card can only be used when moving. When used, it sets a trap on the block where the character is standing. The type of trap set depends on the letter displayed on the card:

1. **[D]** – HP loss
2. **[E]** – [EMPTY] (See Negative Status below)
3. **[L]** – [LEG DAMAGE] (See Negative Status below)
4. **[S]** – [STUN] (See Negative Status below)

Note: Some traps are not set by the players but have been placed in the dungeon from the start.

ONE POINT of Advice:

When you step on the trap, an exclamation mark **(!)** appears for a split second. If you press ⊗ button with your best timing, you can avoid the trap.

NEGATIVE STATUS

STUN

Character is immobilized until their next turn. While stunned, the character's defense ability is zero.

EMPTY

All cards are lost.

PANIC

Player loses control of their character until their next turn.

LEG DAMAGE

Movement ability becomes zero. To remedy this status the character must reach the EXIT (via a card), or lose their remaining HP and be transported elsewhere in the dungeon.

BATTLE SCREEN

Once an attack is executed, the view switches to the Battle Screen.
First, the player who is attacked gets the option to select an action. Use the Directional buttons to select an icon and press the ⊗ button to confirm.

COUNTERATTACK ICON

After being attacked, if the character still has some HP remaining, they may counterattack.

SHIELD ICON

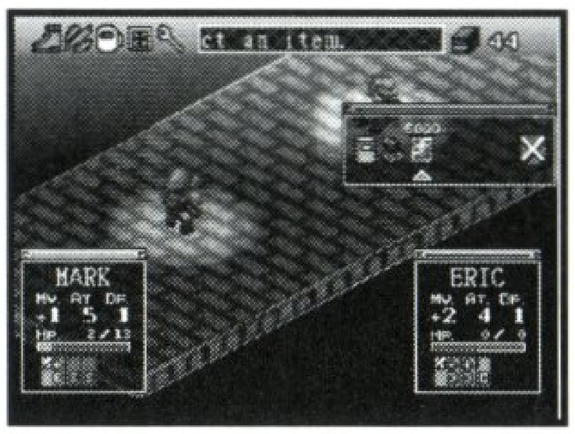
Defense ability is doubled.

ESCAPE ICON

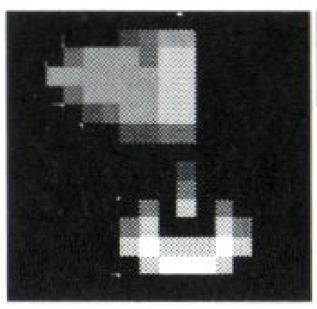
Attempt to escape the battle. If the attempt fails, the character's defense ability becomes zero.

SURRENDER ICON

Character will take no damage, but must surrender one item to their opponent and they will then be transported to a random point in the dungeon.



After defeating an opponent (opponent's HP becomes zero), the victor may deprive their opponent of an item.

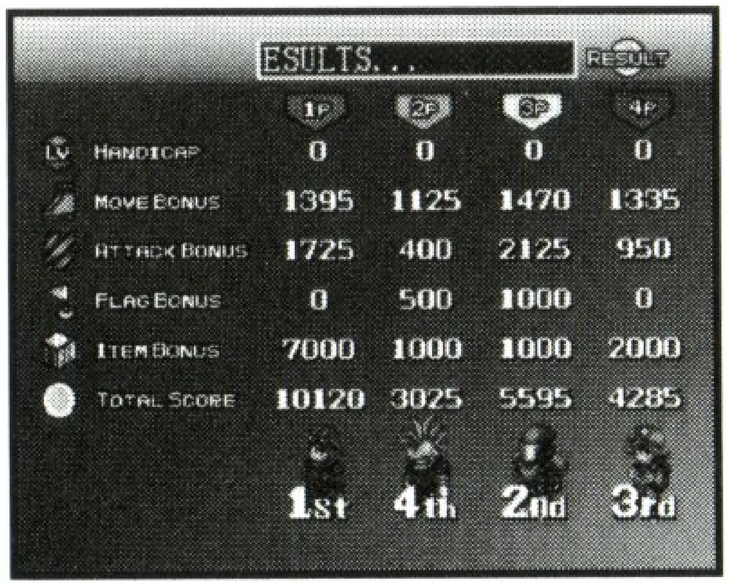


FLAGS

Four flags are placed in random locations on the dungeon. These flags (Blue, Red, Yellow and Green) have some type of influence on the character once they are acquired. They may heal the character or add a negative status.

12 RESULT SCREEN/MULTI-PLAY

RESULT SCREEN



Once a character has obtained the target item and reached the **EXIT**, the mission is finished and the action moves to the Result Screen.

On the Result Screen, each player's score is calculated based on following elements:

1. Level differences between the character level and the dungeon level.
2. Number of blocks the character moved in the dungeon.
3. Total points of damage the character inflicted on others.
4. Number of Flags the character obtained.
5. Number of Items the character obtained.

MULTI-PLAY

- Up to 4 players can play at the same time.
- Press the **SELECT** button to change the cursor's color on the network screen. Each color represents a player: 1P is Blue, 2P is Red, 3P is Yellow and 4P is Green. To register two characters, first make sure that the cursor color is blue, then select the registration icon and register the 1st player. Next, press the **SELECT** button to change the cursor's color to Red and select the registration icon. Now the 2nd character can be registered.
- If two or more controllers are used (with a Multitap) for multi-play, pressing the **START** button on any of the controllers decides which controller will be used for on-screen selection.
- In multi-player mode, once all of the remaining cards are gone, a monster called "Gon" appears in the dungeon screen. All of the other monsters are colored green, but Gon's color is orange. Gon is extremely strong and it will chase the player who possesses the target item.
  Caution: If the player who has the target item is defeated by Gon, the game ends immediately and all of the players lose their items and credits. Try to finish the mission before Gon appears.

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